



# Execution Order

## STRATAGEM

### Explosive Ammo - 3CP

In the Shooting phase choose a friendly unit on the battlefield. Their ranged weapons gain an additional -2 AP but any unmodified roll of 1 to hit will slay the bearer after hits and wounds are resolved.



## Setup

Before deployment, each player will choose 5 units from the enemy army list. Write these units down on the sheet provided and give them to your opponent. Your opponent will then **SECRETLY** rank the chosen units 1-5 (Write on the sheet provided and do not give back to your opponent) These values are what each unit is worth in Battle Points when they are destroyed.

After deployment, players roll off for first turn, the player who finished deploying first adding +1 to their roll.

## Primary Objectives (MAX 15BPs)

Destroy the 5 units chosen before the battle.

When a unit from this list is destroyed your opponent will reveal how many BP's you've scored.

## Secondary Objectives (MAX 10BPs)

4BPs - You have completed 4 Player Turns

2BPs - Slay the Warlord

1BP - First Strike (Destroying a unit in the 1st Turn)

1BP - Linebreaker

1BP - Precision Strike (Destroying the Most Expensive Non HQ Unit)

1BP - Line Secure - (No enemy units in your Deployment Zone)

**Game Length - 6 Turns**